

# A Global Cloud Resolving Model



# Goals

- ◆ **Uniform global horizontal grid spacing of 4 km or better (“cloud permitting”)**
- ◆ **100 or more layers up to at least the stratopause**
- ◆ **Parameterizations of microphysics, turbulence (including small clouds), and radiation**
- ◆ **Execution speed of at least several simulated days per wall-clock day on immediately available systems**
- ◆ **Annual cycle simulation by end of 2011.**

# Motivations

- ◆ **Parameterizations are still problematic.**
- ◆ **There are no spectral gaps.**
- ◆ **The equations themselves change at high resolution.**
- ◆ **GCRMs will be used for NWP within 10 years.**
- ◆ **GCRMs will be used for climate time-slices shortly thereafter.**
- ◆ **It's going to take some time to learn how to do GCRMs well.**

# Scaling Science

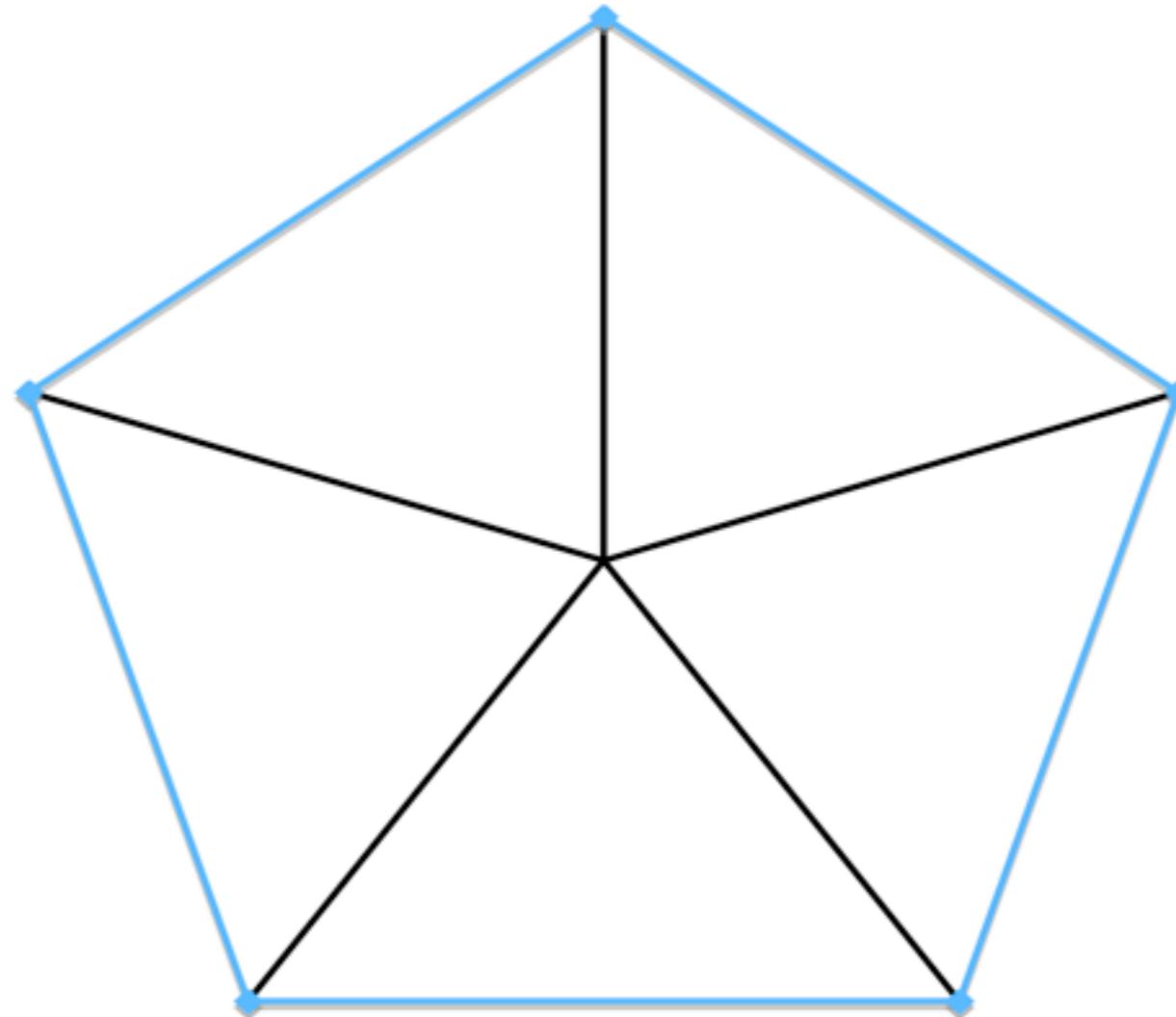
**Length, Spatial extent,  
#Atoms, *Weak scaling***

**Convergence,  
systematic errors  
due to cutoffs, etc.**

**Time scale  
Optimizations,  
*Strong scaling***

**Initial Conditions, e.g.  
molecule, boundaries,  
*Ensembles***

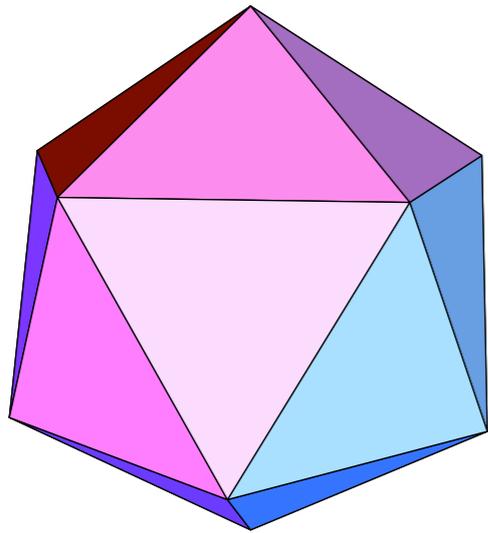
**Simulation method,  
e.g. DFT, QMC or HF/  
SCF; LES or DNS**



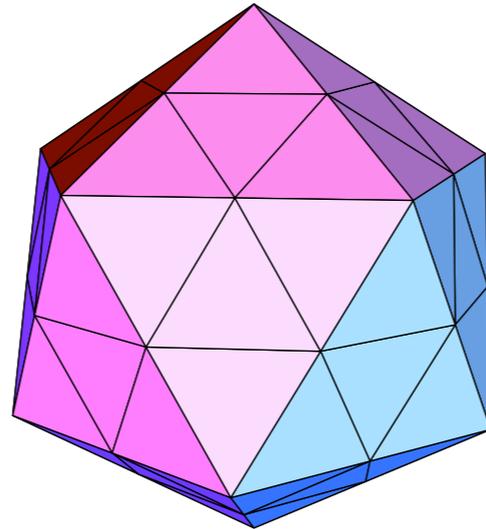
# Basic design

- ◆ **Non-hydrostatic**
- ◆ **Vertically propagating sound waves filtered**
- ◆ **Vorticity equation (instead of momentum equation)**
- ◆ **Mass and energy conserving**
- ◆ **Geodesic grid**
- ◆ **Z-coordinates (for now...)**

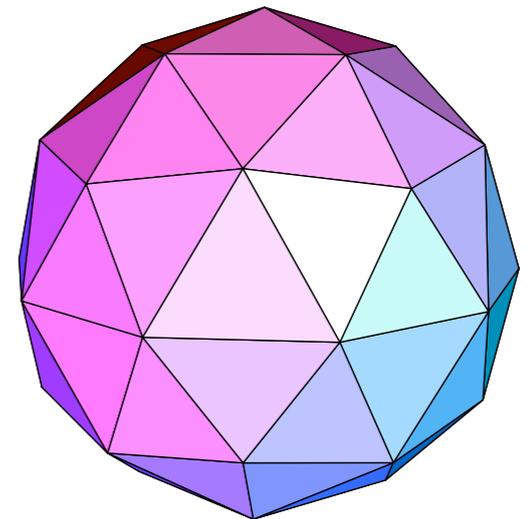
# Geodesic Grid



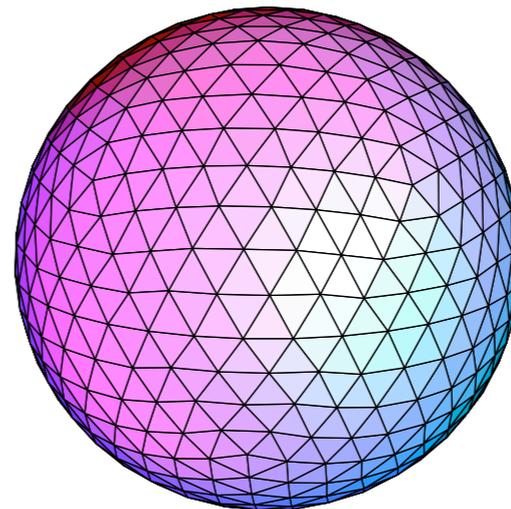
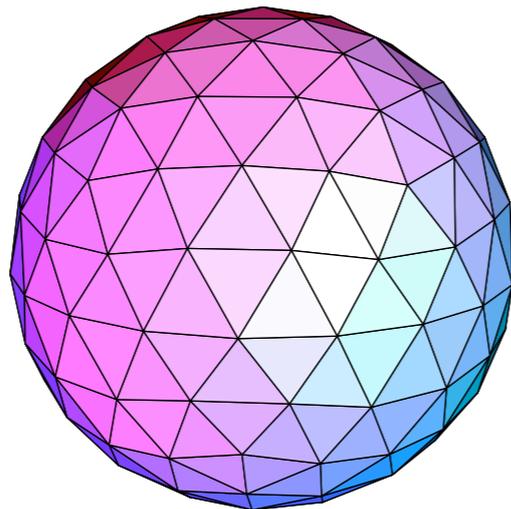
**Icosahedron**



**Bisect each edge  
and connect the dots**



**Pop out onto  
the unit sphere**



**And so on, until we reach our target resolution...**

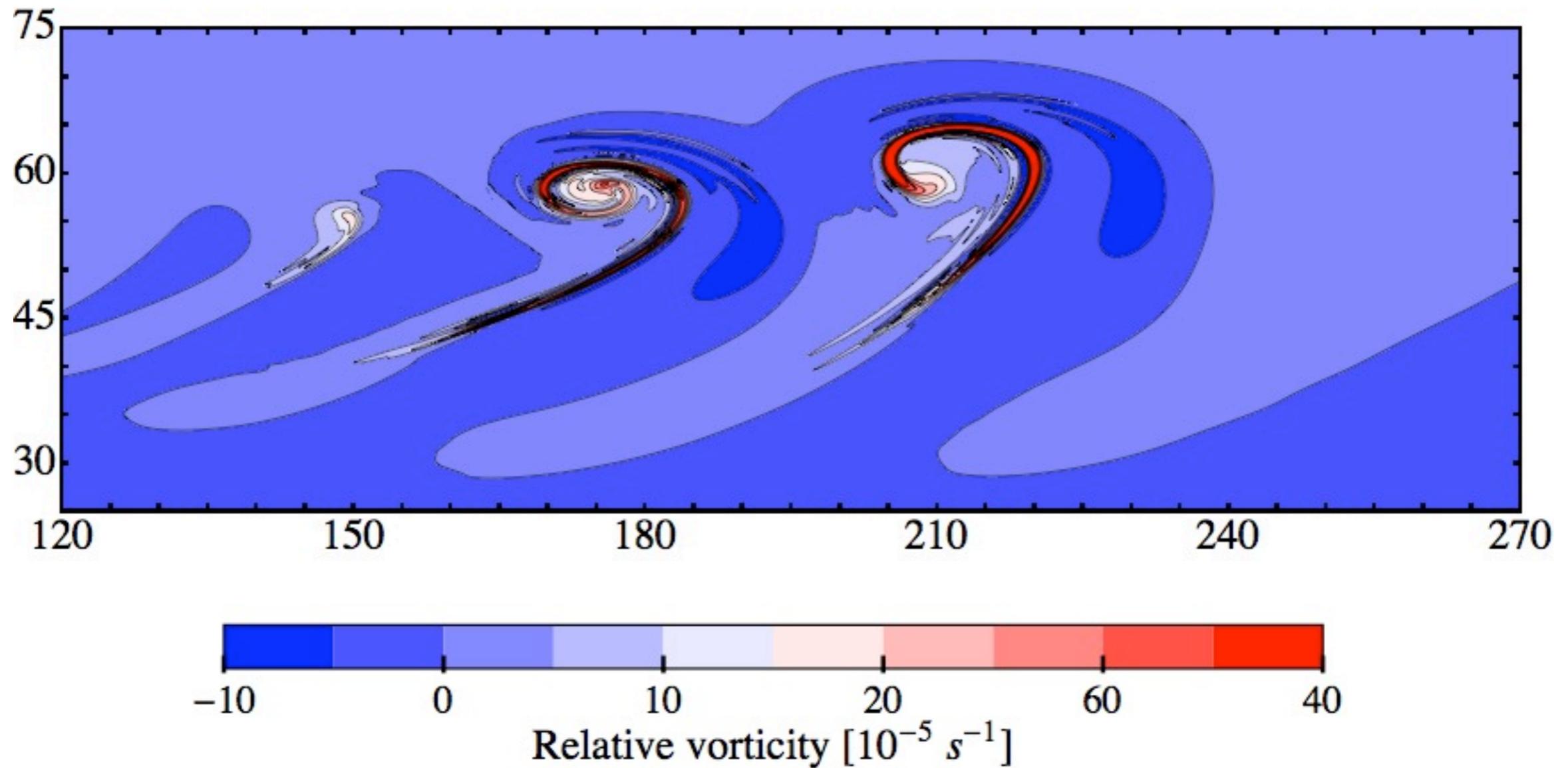
# Some grids of interest

<b>Level of recursion</b>	<b>Number of grid columns</b>	<b>Distance between grid columns, km</b>
9	2,621,442	15.64
10	10,485,762	7.819
11	41,943,042	3.909
12	167,772,162	1.955
13	671,088,642	0.977

# Jablonowski Test Case

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- ◆ 2621442 cells (15.64km) on 640 cores of franklin
- ◆ 850 hPa relative vorticity



# Scaling test of 3D-multigrid on Franklin

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Time (s)		Number of cores			
		2560	5120	10240	20480
Grid resolution	41,943,042 (11) (3.909km)	19.57	10.96	5.56	2.87
	167,088,642 (12) (1.955km)	85.76	39.37	21.91	10.84

# Scaling test of 3D-multigrid on Jaguar

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- ◆ The **NCCS Cray XT5** with 181,00 cores
- ◆ 20 V-cycles
- ◆ 80 layers

Time (s)	Number of cores		
	2560	10240	40960
167,088,642 (12) (1.955km)	80.123	18.381	4.768

# Full dynamical core on Franklin

<b>Grid</b>	<b>PEs (Nodes)</b>	<b>GFlop /sec</b>	<b>Sec/ day</b>
5	40 (10)	5.4	26
6	160 (40)	17.70	66
7	640 (160)	57.5	130
8	2560 (640)	168.30	355
9	2560 (640)	339.7	1403
10	5120 (1280)	638.3	5495
<b>11</b>	<b>10240 (2560)</b>	<b>1366.4</b>	<b>20139</b>

**We think this can speed up by about a factor of two.**

# Key (rough) numbers

- ◆ **>~ 40 million grid columns**
- ◆ **>~ 100 layers**
- ◆ **>~ 10 3D prognostic fields**
- ◆ **>~ 10 3D diagnostic fields**
- ◆ **>~0.4 TB per full write**
- ◆ **Time step ~ 10 seconds -- not just a stability issue**
- ◆ **Can use at least 20 K processors on XT5 -- probably 40 K**
- ◆ **Will produce about 5 simulated days per wall-clock day on 20 K processors with a 4 km grid spacing**
- ◆ **~50000 processor hours/simulated day on Grid I I**

# Computational challenges

- ◆ **Efficient execution on a very large number of processors**
- ◆ **Parallel I/O (especially O)**
- ◆ **Management and distribution of the voluminous model output**
- ◆ **Analysis and visualization**

***These are “infrastructure” issues that will be faced by anyone using a GCRM.***

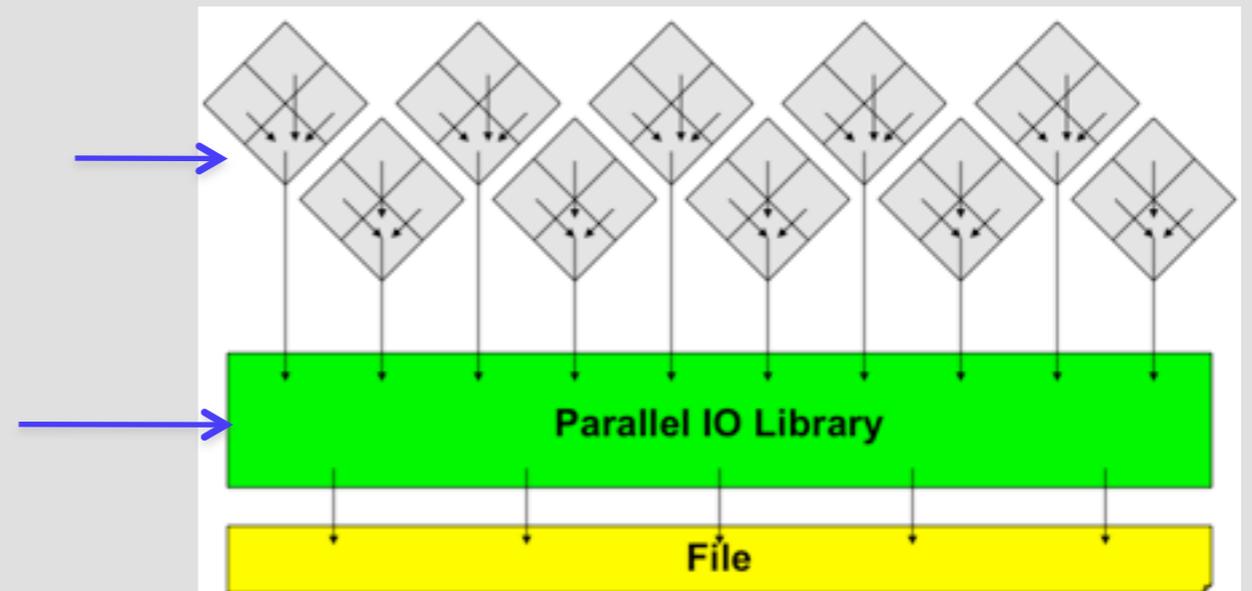


# API Design

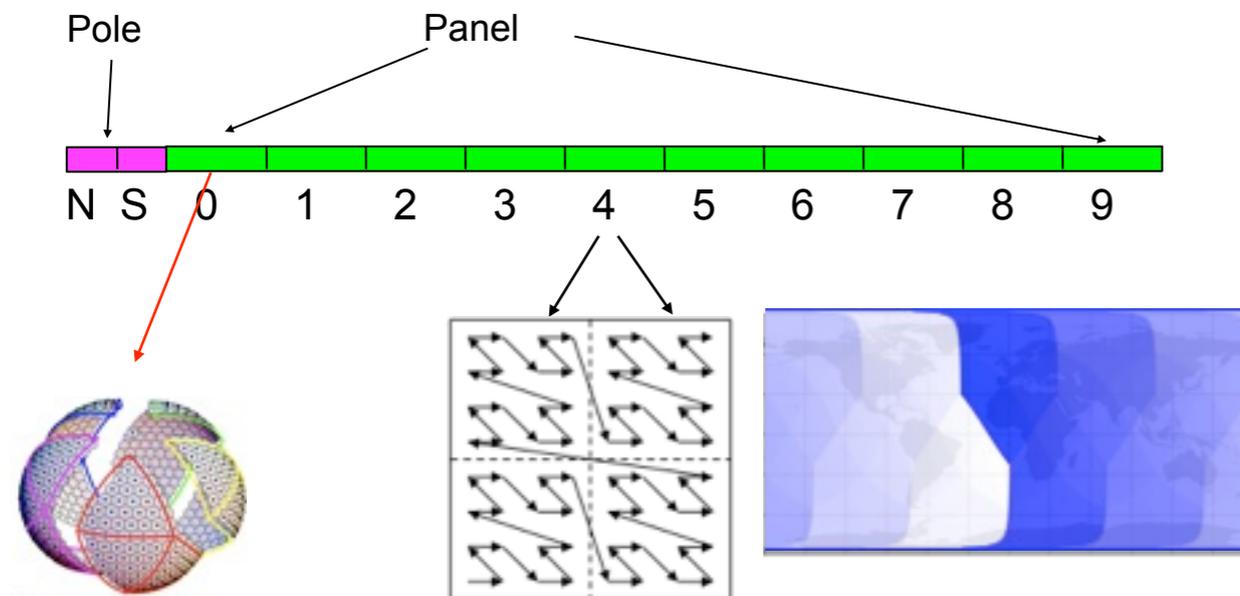
(Karen Schuchardt and Bruce Palmer, PNNL)

The API can be configured to allocate  $n$  nodes to serve as IO Aggregators.

The API is designed to support multiple parallel (or serial) IO layers  
pnetcdf, netcdf4, netcdf3...



Grid and associated data linearized so that the sequence of grid cells follows a self-similar space-filling two-dimensional curve



- Blocks within panels can be written as contiguous blocks
- Order not dependent on number of processors
- For parallel analysis, achieves good locality without special handling

# Summary

- ◆ **Qualitatively different**
- ◆ **Just barely feasible now**
- ◆ **Weak scaling and new “simulation method”**
- ◆ **Output volume huge but controllable**
- ◆ **Analysis and visualization challenges**